

FRENCH LEGIONS ARE FOREIGN

73-8 (1973FJ) Fall 1902

Austria-Hungary (Jonathan Jacobs)

no moves received. FAlb, AGal, AUkr, ARum, ASev, owns: Bud, Tri, Vie, Rum, Ser (5)

England (Douglas Dick, -1)

FSka-Swe, AEdi-Nwy, ENthGAEdi-Nwy, FNwgsAEdi-Nwy. owns: Edi, Liv, Lon, Nwy (3)

France (Eric Robinson, 3)

FEng-Lon, ABur-Bel, APicSABur-Bel, AMun-Ber, AGas-Bur, FMid-Iri. owns: Bre, Mar, Par, Bel, Ber, Lon, Mun, Por, Spa (9)

Germany (Drew McGee, -1)

FBel-Hol, ARuhSFBel-Hol, AKie-Den. owns: Ber, Kie, Hol (2)

Italy (Richard Swies)

ATyr-Boh, FICn-Gre, FNap-Ion, ATun. owns: Nap, Rom, Ven, Tun (4)

Russia (Mike Honig)

AWarSAMos, AMosSAWar, FSwe-Den, FNwy-Swe(-StP(NC)). owns: Mos, StP, War, Swe (4)

Turkey (Duncan Smith, 1)

FBla-Bul, AGreSFBla-Bul, ASev-Mos, FCon-Aeg, FEMedSFCOn-Aeg. owns: Ank, Con, Smy, Bul, Gre, Sev (6)

A sepearte build season has been requested. David Lagerson (19017 Vanowen, Reseda, CA 91335) is the stand-by for Austria.

* * *

NEXT DEADLINES:

73-3: December 22; 73-4: December 22;
73-5: December 22; 73-6: December 22;
73-7: December 22; 73-8: January 5;
73-9: December 29; 73-10: December 22;
73-11: January 5; 73-12: January 19;
73-B: December 29; 73-D: January 5
73-E: December 29

THIS IS POLAND?

73-D (1973CIec) Fall 1721

Austria-Hungary (Stephen Tihor, 4)

ARhi, ACas-Han, ABud-Mor, AVen-Pap, owns: Boh, Bud, Nap, Tyr, Vie, Han, Pap, Rhi (8)

England (Douglas Dick, 1)

ALon, FNAI-Ice, FCly-Nwg, FYor(BC)-Nth. owns: Ire, Lon, Sco, Yor, Ice (5)

France (John Boyer, 3)

ARhe-Net, ASavSFGLy-Mil, FNDySARhe-Net, FGLy-Mil. owns: Auv, Bri, Tou, Ver, Mil, Net, Sav (7)

Ottoman (David Hov, 1)

AKubSARum-Bes, ARum-Bes, ABul-Rum, FAeg-Cen, FEMed-Cre. owns: Bul, Cau, Con, Smy, Syr, Cre (6)

Poland (Bruce Wachtler, 3)

ABra-Pom, APos-Pru, AMin-Lit, FBal-Den. owns: Kra, Lit, Pos, War, Den, Pom, Pru (7)

(continued on p. 16)

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73-6 has been postponed a week due to lack of moves.

* * *

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THE POUCH

c/o Nicholas A. Ulanov
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New York, N.Y. 10003

send letters, comments, and press
releases to the above address.

guest articles are welcome. we pay
five free issues for every article.

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We want to take this opportunity to wish you a happy and safe Christmas. As stated in a previous issue, your Christmas present is going to come a little late, in February, with our first anniversary issue. It looks like it's going to be something very special.

With this issue we enter our "forties." We think the last forty have, on balance, been remarkably successful. We hope you think so too, and continue to solicit your suggestions on how we can improve this endeavor.

We have in the last few weeks had some problems with our "next deadlines" list. These problems should now all be ironed out. We apologize for these errors.

Stephen Tihor has offered to run a bourse to be run with the new game announced on page fifteen. If you would like to be in such a bourse let us know. If enough people reply affirmatively, we'll set it up and publish the rules.

In line with the announcement of the new game above, we keep with our policy of always having a regular game open and announce the opening of what should be our first game of 1974. If you want to be in it, send in your \$2.00 (\$1 fee - \$1 deposit) with your name.

We still have one opening for our second 1721 game. If you want it, send in your two bucks. So far, Doug Ellis, Kirby Welch, Jamie Adams, William Clumm, Robert Goldman are signed up for the game.

With this issue on page eighteen we begin a series on Origins of W.W. II which will continue for some time.

Kirby Welch has the following itinerary for his trip to Russia. Afterwards he'll be back at his regular address. Dec. 21-24, Poste Restante, C-400 Hotel Oktiabrskaya, Leningrad U.S.S.R.; Dec. 25-27, c/o Intourist, Kiev U.S.S.R.; Dec. 28-Jan. 2, Poste Restante, K-600, 1 Gorky Street, Moscow U.S.S.R.

subscriptions are 10/\$2.00

page two

In Duncan Smith's recent series of articles on Diplomacy openings, he mentioned for Italy the Western and Eastern Lepanto. However, he left out the Northern Lepanto, or Caporetto opening.

I have never seen this opening used or used it myself. Therefore, the basis of this article is basically tactical. Caporetto is well known as the defeat that the Austrians and Germans dealt to the Italians in 1917 (Aus A Tri-Ven, OGer A Tyr S Aus A Tri-Ven, see A Farewell To Arms), but it is not so well-known that Caporetto was an Austrian town, and that the Italians had dealt several defeats to the Austrians along the Isonzo line in the previous year.

The opening generally assumes an Italian position after the first year of F Ion, F Nap, A Tun, and A Ven. The Spring 1902 moves would be F Ion-Adr, F Nap-Ion, AVen-Tri, ATun holds. If the move to Trieste succeeds (a reasonable assumption), then the Italians are in excellent shape. A supported convoy is then possible into Albania, giving a support on either Greece or Serbia. Or, the A Tri can be supported if necessary.

If the move to Trieste fails, one can still support oneself to Trieste in the fall, and make the convoy unsupported.

An alternative is that if Trieste is left vacant after Spring 1901, and it will be vacant in the Fall, one can move A Ven-Tri in Fall 1901, building an army in Venice, with the F Nap. Either way you are in a strong position after 1902.

Unfortunately, this opening requires several things to be true to succeed. France must be allied or neutral. Try to stimulate an Anglo-German alliance to attack France. You must have either Turkey or Russia (not both; although Germany may be a possible substitute) on your side. Turkey should prove to be quite awkward. Both Italy and Turkey are Mediterranean sea-powers at heart. However, an alliance with Russia is not impossible, and it may be the key to stopping the Austro-Turkish.

As with most stoppings of the Austro-Turkish, with this move, it is best smelled out before the first moves. If that occurs, Russia should move AGal-Vie in the Fall (obviously moving AWar-Gal in the Spring). If by some freak chance Italy can get into Venice in the first year, Austria (and the Austro-Turkish) is dead, and act on your own instincts. If not (don't try if you can't), Italy should support Russian AVie-Tri in Spring 1902. This will usually work, though it can't be guaranteed. If it succeeds, the Austrian position is torn in two, and cannot hold. Don't worry about the Russian A Tri blocking your expansion. He usually should be able to get into either Vienna or Budapest in the Fall, and if he can't, you can always oust him yourself, but this is not advised.

It is important that Turkey not get Sevastopol in the first year. Otherwise he can get a supported attack on the Ionian in Fall 1902. But usually this can be avoided if Russia is competent.

The beauty of Caporetto is that it is a wait-and-see move. By Spring 1902 any Anglo-German alliance will be formed, and a possible Russian alliance will be there, if either of the above are to appear at all. If they aren't, there are other moves for Italy.

THE 'NICHOLAS ULANOV' CONTROVERSY: DOES HE REALLY EXIST?

by Gil Neiger

Having been affiliated with The POUCH since its beginning, I have come to the conclusion that 'Nicholas Ulanov' does not exist. For, in reality, The POUCH is run by a computer.

I have never seen nor talked to 'Nicholas Ulanov'. Neither have my fellow GM's, Raymond Heuer and Cary Fulbright. We have always had to phone the moves of our games into Duncan Smith, which is quite awkward if he happens to be in one of the games. Articles and press also pass through Duncan, before they get to 'Nicky'.

Most players in The POUCH in the New York City area know that Duncan Smith and Penelope Naughton Dickens are both graduates of the LaSalle Computer Programming School, which Penelope's father owns. Its main office is at 60 East 8th Street. Most subscribers to The POUCH know about the computer-printed renewal notices. However, several subscribers (who have asked me to withhold their names) have admitted to me that they have received a few form-type letters from 'Nicky' which were computer-run.

One final argument in my favor: Last July Duncan Smith and his brother, Miles, went to the DipCon in Chicago. However, several publishers and other Diplomacy persons say they saw 'Nicky' there, but no Miles. It is my claim that Duncan used his brother to perpetrate this Boardmanish hoax.

I realize that the chances of this being printed in The POUCH are practically nil. But if it is not printed by issue forty-three, I will send copies of this to all major zine publishers.

((All well and good, but have any of you ever met 'Gil'??))

* * *

PROSPECTUS OF THE FAMOUS LACON, ILLINOIS CA -AND-RAT RANCH

GLORIOUS OPPORTUNITY TO GET RICH--We are starting a cat ranch in Lacon with 100,000 cats. Each cat will average twelve kittens a year. The cat skins will sell for thirty cents each. One hundred men can skin 5,000 cats a day. We figure a daily net profit of over \$10,000. Now what shall we feed the cats? We will start a rat ranch next door with 1,000,000 rats. The rats will breed twelve times faster than the cats. So we will have four rats to feed each day to each cat. Now what shall we feed the rats? We will feed the rats the carcasses of the cats after they have been skinned. Now get this! We feed the rats to the cats and the cats to the rats and get the skins for nothing.

((This hoax was carried by every newspaper in the U.S. in 1875.))

YES, PENELOPE, THERE IS A SANTA CLAUS

by Nicholas A. Ulanov

One day Penelope was trudging through the snow when she saw a bunny rabbit hop by. She thought to herself, "I wonder if there is a Santa Claus."

So, she wrote to her Congressman and asked her if there was a Santa Claus. She wrote back thanking Penelope for her interest and enclosing a Congressional Calender.

Whereupon, she wrote a letter to Santa Claus himself, asking if he existed. Several days later the letter was returned to her with the words "North Pole" circled, and stamped "no forwarding address left." This increased her doubt -- not in Santa Claus' existence, but in the United States Postal Service.

She then approached her parish priest with the question. He replied, "Ah, Penelope, that is a question whose answer we must all find for ourselves." This further increased her doubt -- not in Santa Claus' existence, but in God's.

Next she looked in an encyclopedia, but all she could find were Santa Barbara, Santa Cruz, and Santa Monica, and she already doubted their existence. And so, she decided to search further. (She had nothing better to do.)

Next she went to the zoo and went up to Rudolph the Red-Nosed Reindeer and asked him if Santa existed, but he was too drunk to answer.

In desperation she wrote to Dear Abby. Two weeks later she got a printed card in the mail. It said: "We are sorry, but only the most interesting questions can be answered, and yours was not one of them."

Almost ready to give up hope of ever finding an answer, she sought out the local newspaper's editor. She asked him if Santa Claus existed. He replied, "You know, that's very interesting. A certain state legislature has just passed a law declaring that Santa Claus may not be mentioned in their schools. I'm in the midst of preparing an editorial entitled: 'Yes, Montana, There Is A Santa Claus.'"

Several weeks later, having given up hope of finding an answer to her question, she saw the bunny rabbit she had seen at the beginning of our story (I know, you thought the rabbit was just a clever intro device. Well, in every well-constructed story, every element plays a central part.), and she figured, why not? So she asked it the question: "Is there a Santa Claus?" The soft furry rabbit looked up with a pained expression, and said, "You stupid bitch, of course there's no Santa Claus."

Two days later she ran into her parish priest. He asked her if she had ever found the answer to her question. She paused, and smiling sardonically, she replied, "The rabbit died."

If you haven't yet sent in your votes for The POUCH Awards, I'd like to ask you to do so with your next moves. Your game-master will forward the votes. As of now, many of those on the Eastcoast have sent in votes, while those of you from the rest of the readership have not. Unless you want the voting to be dominated by one group of players, I suggest you get your votes in.

Our first anniversary issue is shaping up pretty well. I think you will all be pleased in middle February with the results. The issue will be huge, and have some very interesting articles, variants, and other features. There will be plenty of room for a contribution from you. So, if you've ever had a good idea for an article, puzzle, or something else, send it in. Believe me, you won't want to have missed having something of yours in this special issue. Try to get whatever you can in by January 1st. However, we will probably be able to accept material up to February 1st. It's a case of the sooner the better. The material will have to begin to be run-off after Christmas.

I've come across an interesting slogan for forward-thinking Democrats: Impeach President Ford.

I hope you all have a very merry Christmas, full of love, and that you don't run out of heating oil.

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A letter from Robert Bryan Lipton:

Comments on #36 (which arrived four days after #37!): Gil's article was excellent, but he ignored the most obvious strategy: when you are caught between two advancing powers and nothing you can do will dissuade either from destroying you, attack one with all of your forces and let the other take your s.c.'s. This not only fouls up one of them, but the other may find itself with centers that it cannot hold, being too far from its home. This has the additional advantage that after a while, people will stop attacking you so often.

Smith's Everything...: Duncan neglected the anti-German opening for Russia, in which the Spring moves up North are FStP-Both, AMos-Liv, followed in the Fall by a convoy of the Russian army into Sweden. The next Spring the fleet moves to the Baltic and Denmark might be grabbable. If one wants to antagonize both the English and the Germans, move AMos-StP and convoy the army into Sweden.

Although I am not now nor ever have been a member of the IDA, might I suggest that instead of mailing copies of the zine to England, IDA appoint a European publisher, to whom the masters are mailed by the quicker possible method, and who then prints and mails the zine to the European members. There should be a considerable saving in time and money over the present method. ((The IDA is planning to do this when enough English players join. John Piggot has already agreed to take on the job.))

Of the latest BPP: anyone who thinks von Metzke is a better player than Beshara is asleep. ((zzzzz. Huh?? What?))

HOW TO STOP AND STAB IN THE

AUSTRO-TURKISH ALLIANCE

BY DKS

The Austro-Turkish Alliance is one the newest of the power alliances and its a good one. It's working in two games right now, one in Graustark and one in The POUCH (73-8). What makes this alliance so powerful is not that it's offensive power but rather that it's so hard to stop. Not only that, but by 1904, the alliance should have a stalemate position if not a four-way draw.

1- How to stop the alliance.

There are basically two ways to stop the Austro-Turkish Alliance. One is military and the other political. The military involves direct action on the part of Italy and Russia. Russia should move a war-gal and then move into an Austrian center. Italy should move a ven-tyo and a rom-ven. From there it can either go to Trieste or help the Russian Army. This should stop the Austro-Turkish, at least from the Austrian player's viewpoint. The political way involves using propaganda tactics in spring 1901. Both the Italian player and the Russian should tell both the Austrian and the Turk player that there is no way that the Austro-Turkish will never work because of its unstableness. Show how easily Austria can be stabbed by Turkey and vice-versa. Make them so terrified of the alliance, that they wouldn't try it in a million years. Of course this can back fire. Austria and Turkey might wonder just what it is that worries you and decide to ally anyway.

2- How to stab in the alliance.

If both players agree to the alliance, both will have ample chances to stab the other in 1901.

Stabbing Austria. Basically the alliance dictates that Turkey gets Greece in spring 1902 and no earlier. In the stab, Turkey takes it in 1901. Turkey starts out following the alliance so his position will be hopefully at the end of 1901: a arm, a bul, f bla. His fall moves should be: a arm-bul, a bul-gre, f bla c a arm-bul. Turkey gets two builds and has a support on Serbia. Of course Turkey should tell Russia in order to give him an opportunity to participate. If Turkey wants to bring Italy into the deal, he can turn the stab into a blitz attack. After the stab, Turkey should fall back upon a Russo-Turkish.

Stabbing Turkey. Austria has quite a few options open to him in a stab. His position should be at the end of Spring 1901: a ser, a bud,

ARE YOU A DIPLOMACY PLAYER OR A BRUSSEL SPROUT?

a new shrink quiz from Vienna, Austria

by Dr. Sigmund Smith

Answer these five questions with the answer that you feel best answers the question.

1- Do you ever have the feeling that you're really in a Dippy game is a Brussel Sprout?

A- All the time

B- Only at high noon

C- Never

2- If your ally is a Brussel Sprout, do you ever have thoughts of eating him?

A- Only with salt and pepper

B- Only if it's female

C- Sometimes

D- Never

3- When you play Italy, do you think that your pieces are Brussel Sprouts?

A- No, but if you hum a bar, I'll give it a try

B- Yes, but you should see what Austria-Hungary is.....

C- Only when there's a full moon

D- Never

4- Did your mother ever tell you that you came from under a Brussel Sprout?

A- No, but you should hear the funny stories I heard in sex-ed.

B- Yes, but it was an orange one

C- Only when I smoke

D- Never

5- When playing Italy and losing, do you think that you're a Brussel Sprout being eaten by giant red lips (AH) or someone who hasn't brushed his teeth (FRA) ?

A- Only with oil and vinegar

B- How about an Italian sprout

C- Sometimes, when I laugh

D- Never, but then again I've never been to Brussels either.

Here is an analysis of your answers:

Question 1

A- You're right! Only your enemy isn't a Brussel Sprout. Of course, if you're playing Belgium, you can see for yourself.

B- Maybe you're not a Brussel Sprout, but you're not Gary Cooper either.

C- Obviously you're an immature type, with no grasp on reality....

(continued on page 12)

YE KATZ: A HAIRY TALE

by Evan Jones

Thyse yse ye storye of ye Alyx Katz
 Who lyveth in a olde Manhattyn flatz.
 He veryly doth lyk to ynsult Jones,
 Who trow he makyth scoundryl Katzoff moans.

It startyd backe in 1957e,
 Wheyn ye good Lorde fartyth from hys Heavyn.
 Ye noxious gasse fell to ye Earthe wyth splatz,
 And that yse how bygan ye Alyx Katz.

Wheyn he wyr younge he wyr not very nice;
 Hys hobbe wyr to pulle off wyngs from flyse,
 And whyle he agyd he wyr so orful oon,
 Hys parynts wyshed to shoote hym to ye moone.¹

He lyk to strytech and breake in piecys worms,
 Because, he saith, "I lyk to watche thym squirms."
 "'Tis wys, today, to practice skyls," he saie,
 "I planne to be ye presydent som daie."

In hys younge growyng yearse he "Dippy" learnyd,
 Whych sune around all of hys ynteryst turnyd.
 Butte now, not oon wyl lysten to hys gabbe,
 For who'd so much as turne hys back, he'd stabbe.

When Katzoff did subscrib to Dippy 'zine,
 He plaed the worst of any oon I've seen,
 And wyth hys bloodie orful press releas
 Hast causyth readyrshyppe much eye diseas.²

He qwytt and turnyd to reade Ye POUCH, and hark:
 Ytseems it more than he doth do GRAUSTARK,
 Yelept ye Johne Boardemanne a rottyn fagge,³
 And saith he runnyth "Commyc pinkoe magge."

Hys funne he doth partak in merrie measur.
 He saie, "Gyrles are for babyse, boyse for pleasur."
 It gyv hym tytylation to ye roote
 To gyv a lyttl boye ye "olde in-oot".

O heare my warnyng, 'tis a general rule:
 Hys personality yse a cesspoole,
 And so ye horrydetayle I muste conclud;
 My mem'ry syckens thynkyng 'boot that dude.

- 1 - In a rockyt.
- 2 - See GRAUSTARK #297, last 3 pages.
- 3 - This was intended as a compliment.

((The above originally appeared in GRAUSTARK #300.))

73-10 (September 17, 1901) Somewhere in Galacia -- The Russian general looked around him. "What in the hell are we doing here?" He groaned. "Here I was planning to spend a comfortable winter in Warsaw, and now I'm stuck here in this God-foresaken Hungarian hole. Go out I stop the Austrians, they told me. So I went out -- no Austrians!! Well, I'm not going to spend the winter here." The general turned to his advisors; "I'll be damned if I'm going to freeze in the country-side; Let's move!

* * *

(Secret)

WORLD WAR TWO: "Decisions, decisions..."

by Gil Neiger

Try to imagine a game with the vast grand strategic scope of Diplomacy, combined with a realistic and highly playable wargame type system. If you can do this, you will be thinking of SPI's latest creation, World War Two. The game is grand strategic in scale and covers the entire European theater from 1939-1945. To exemplify the massivity of its scale, the whole of the Netherlands is one hexagon.

The game combines almost every aspect of the European war. Among the many details covered (a remarkable number for such a strategic game) are partisans in axis-occupied territories, German paratroops, the effect of the Italian navy on Allied shipping, the lend-lease to Russia, the German naval problems in invading Britain, air power's effect on naval transport, the possible creation of a Vichy French Government as well as the strategic importance of Gibraltar, Malta, Kuwait and the Suez.

The game is one of strategic decisions. These continually face the Axis player. In the beginning of the 1939 scenario (there are also scenarios starting in 1940 and 1941) the Germans start off by attacking Poland but what then? Continue and attack Russia or turn to face the French. After one attack (which inevitably succeeds) does one conquer and occupy all of France, leaving the French forces and ports in North Africa in Allied control, or establish a Vichy Government which may hinder him more.

The Allied player also has many decisions to make, though none as massive as the ones the Axis has to make. Should he bring the French North African troops into metropolitan France or should he try to convoy as many troops out of France as possible. Should he reinforce Malta, which sits along the Axis sea-route to Africa, or reinforce Suez in the face of an axis onslaught there?

In the early game the Axis gets many reinforcement which may be taken in various forms. You can take a lot of infantry, brute force. Or less than that of the more mobile mechanised forces? Or the more expensive paratroops which are extremely valuable in the West Med, for taking allied strongholds in Malta or Crete? Or shall you build up amphibious factors for an invasion of Britain.

Then, are you, the Axis player, going to invade Russia, try for a possible decisive victory, knowing that you may be crushed and lose? Or are you going to sit back and wait for the allied invasion, knowing that you can't get more than a marginal victory. The Russian production is massive, and if you don't knock Russia out quickly, you're in trouble.

In late 1942, early 1943 the allies start getting USA reinforcements, and with the amphibious points, the tool for invading the Nazi mainland. But where? In Italy hoping to force Italy to surrender, striking at the "soft underbelly of the Axis"? Or the French channel coast which maybe heavily guarded.

When playing the 1939 scenario, you can use the three-player variant, with separate players for the Russian, the allies, and the Axis. Here the Russians have decisions of their own to make.

Unfortunately, SPI has failed in bringing about the grand strategy of the game. While the strategy and the grand tactical aspects are well done, the grand strategy is a flop. Germany has absolutely no incentive to invade neutrals such as Denmark, Norway, Greece, Yugoslavia, etc. Germany also has no reason for bringing Italy into the war, since Italy's entry was strictly political. The rule's forbid the Allied invasion of neutrals, despite the fact that Britain was about to invade Norway, did invade Iran, and had plans for Spain and Portugal. Even worse, Germany would have to be a suicidal maniac to invade Russia in any scenario but the 1941 one. It's like running into a brick wall.

Therefore, though I heartily recommend the game, I recommend it more for historical buffs, than people who are out to prove their skill.

World War Two is published by Simulations Publications Inc., 44E 23rd St., NY, NY, 10010 and sells boxed for seven dollars.

* * *

brussel sprouts (continued)

Question 2

A- Obviously, you're man with good taste. No one else would eat Brussel Sprouts with salt and pepper.

B- You think this is some kind of sexual quiz, HUH? Well friend, you're obviously a degenerate who can't tell the difference between a female and male Brussel Sprout.

C- Quite right! Who can eat Brussel Sprouts everyday.

D- Obviously you're an immature type with no grasp on reality.

Question 3

A- Now that's style. You should hear Glenn Miller doind "I was a Brussel Sprout at high noon".

B- I refuse to answer this obviously obscene, perverted, and rather interesting answer.

C- Obviously you are a werewolf or a hairy Brussel Sprout.

D- Obviously an immature type with no grasp on reality.

Question 4

A- At last a sane person! Everyone knows that we come from the mating of the Kiwi bird and the Dodo bird.

THE FOOL IN DIPLOMACY
a rebuttal to Edi Birsan

By DKS

Edi Birsan, who everyone would agree is one of the greatest Diplomacy players in the hobby, has been a leading proponent of the idea that winning players and altogether excellent players should play in their own games without novices or average players. I think that this is one of the most ridiculous ideas that has ever been suggested to the hobby.

Diplomacy in the last few years has become more and more an exact science. By this, I don't mean that you can scientifically predict what your opponents moves will be, but rather that you will always have a very good idea of a country's opening moves and alliance structure. There are so many articles written on openings, opening alliances, how to win, and even how to lose that even the most novice of players will have a good idea of what's going on. Now we must ask: Is this bad? Many people, especially ones like Edi Birsan, will tell you that it's boring to play with fools who don't make predictable moves. I disagree. One of the most boring games I have ever seen, but also one that I would have to admit is being very well played, is now going on in Hoosier's Archives. All the players are of very good standing. Edi Birsan, Allan B. Calhamer, and Mike Rocamora are just a few of the players. Unfortunately the game is boring because of its predictability. It has been so predictable that Doug Beyerlein, another of those great players, has each turn made predictions on the moves and has been right almost all the time!

Basically I believe that the inexperienced or unpredictable player is what makes the game interesting. Most of the great players would disagree with this. Proof of this was shown at the Dipcon VI. At the con, Conrad von Metzke, John Smythe, and Jeff Key made an agreement to get rid of all the other players in their game because they weren't old time dippy players and were too unpredictable! Edi Birsan did the same thing with Jeff Key in a game I was in at Chicago. Strangely though the agreement was not kept and the game came out to be one of the most interesting game I have ever played in because of the mixture of average players and experienced players.

Diplomacy is meant to be a game for all players, novice and experienced. Even the standard openings reflect this. A traditional French opening is: a par-bur, a mar s a par-bur. Yet all experienced players would also agree that only a foolish German player would move a mun-bur.

Obviously the unpredictability of the German player's move makes the French player's opening necessary. If all players were experienced players, the French opening would become useless. The novice player is important to Diplomacy and that's why I don't agree with Edi Birsan and his faction.

* * *

73-5 (ANIMALS IN A FOUR STAR RESTAURANT)

CHEZ RAYRILLA MENU

SOUPS

Plotkin and Noodle soup.....0.50¢
 Scotch Wachtler Broth.....0.60¢
 Robinoceros Tail Soup.....0.75¢

ENTREE

Rayrilla ribs and Saber Tooth Neiger Stuffing.....1.50¢
 Kentucky Fried Blue Speckled Plotkin.....1.75¢
 Sirloin Horsebright steak.....2.00¢

VEGETABLES

French Fried Robinoceros rear-end.....0.50¢
 Evan Jones.....0.75¢

DRINKS.

Manny Chevitz (Arab Cherry).....4.75¢
 Chateau Alexis de Katzoff (Green wine).....5.00¢
 French Dipny Water (Vichy Gov't Extract).....5.50¢
 Eau de Dunchound (Used Blood).....6.75¢

ENTERTAINMENT

Elmer Fudd and the Morticians will entertain you while you take the scenic route to Heavenly Rest Cemetery.

NO TIP REQUIRED

* * *

Brussel sprouts (continued)

B- Yeah, and you're purple too!

C- How about when you drink. Smoking Brussel Sprouts is not my idea of a good time.

D- Obviously you're an immature person with no grasp on reality.

Question 5

A- BLAAH. Why I can't you have good taste and just eat them with salt and pepper.

B- Nope! Brussel is in Mongolia not Italy you fool.

C-That's it! Everyone knows that you can only turn into a Brussel Sprout at high noon, when there's a full moon and you laugh.

D- Obviously you're an immature person with no grasp on reality.

((The following contest appeared in the first new issue of Rod Walker's revised Erehwon. Send answers to the contest to Rod at 343 First Avenue, San Diego, CA 92103. Get the most answers and you'll get a sub to Erehwon of seven issues free. To our knowledge, this is the only way you're going to get a sub.))

1. Women. "Whatever Lola wants, Lola gets." Who was Lola?
2. Music. What was the first piece of music to feature a solo part for a typewriter and by whom was it composed?
3. Government. Traditionally a nation requires that its head of state (king, president, or whatever) must be a citizen of that nation. In one nation however, it is required that the head of state be a citizen of some other nation. Which country has this requirement?
4. Astronomy. In comparison with all the other moons in the solar system what is the most unique and unusual fact about Luna? (This fact was just as true prior to the Space Era.)
5. Geography. The Republic of Guyana is on an island. Explain how this could be true. Please notice that South America is a continent and not an island.
6. Religion. Identify Helel ben Shahan.
7. History. What do the following men have in common: Hatto, Archbishop of Mainz; Widerolf, Bishop of Strasseburg; Adolf, Bishop of Koln; "Freiherr von Guttingen"; "Count Graaf"? (Yeah, they're all Germans, but I mean, other than that.)
8. Warfare. What were the "Diggers" of World War I and World War II?
9. Biography. The villain in Cat Ballou had a silver nose. At least two famous men did him one better by having golden noses. Name them. Please cite a source for each name in case I have to look it up.
10. Literature. What was Mr. Dick's obsession?

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We've filled 73-12. The players, their addresses, and countries follow:

Austria-Hungary: Mark Rutledge, 1344 Laukahi Street, Honolulu, HA 96821

England: Ron Melton, 710A Hamilton Avenue, El Centro, CA 92243

France: Mike Ritter, 332 West J, Brawley, CA 92227

Germany: Howard Sidor, 47-15 211th Street, Bayside, N.Y. 11361

Italy: Russ Nekorchuk, 218-O Gilla Drive, Ballwin, MO 63011

Russia: David Johnston, 5451 Rockwood Road, Columbus, Ohio 43229

Turkey: Scott Robinson, 1920 North 49th St., Kansas City, Kansas 66102

The game-master is Duncan Smith (9 East 10th St., N.Y., N.Y. 10003). The first deadline is January 19, 1974. A bourse may be run with this game. See page two for details.

Russia (Drew McGee, 2)

AKie, AEst-Sto, ALap-Var, FBotCAEst-Sto. owns: Arc, Kie, Mos, StP, Sto, Var (6)

Spain (John Stevens, 1)

APor, AMad, FMid-Bar, FWMed-STy. owns: Asr, Gra, Mad, Sev, Por (5)

Not everybody sent in builds. Since this is the first build season we're allowing a separate build season without such a request. If you have already sent in builds, you need not repeat them.

AUSTRIA IS HUNGARY

73-5 (1973DX) Fall 1908

Austria-Hungary (Leo Plotkin, 2)

ABul, AMosSAStP, AVie-Tyr, ARum-Ukr, ANap, AVenSAVie-Tyr, ASerSABul, AWar, FGreSFion-Aeg, Fion-Aeg, FAlb-Ion. owns: Bud, Tri, Vie, Bul, Gre, Mos, Nap, Rom, Rum, Ser, Sev, Ven, War (13) builds: ABud, AVie

England (Alex Katzoff)

AFin-Swe, FDensFNth-Hel, FNwy-Ska, FNth-Hel, FLon-Eng, FEdi-Nwg. owns: Edi, Liv, Lon, Den, Nwy, Swe (6) no builds

France (Eric Robinson)

FPor. owns: Por (1) no builds

Germany (Duncan Smith, 1)

ABer-Pru, APic-Bel, ASpaSFPor, ATyr(elim.), ABre, ASilSABer-Pru, FBel-Nth, FKie-Den, FHelsFKie-Den. owns: Ber, Kie, Mun, Bel, Bre, Hol, Mar, Par, Spa (9) builds: FBer

Italy (Bruce Wachtler)

no moves received. FTun. owns: Tun (1) no builds

Russia (Cary Fulbright)

no moves received. APru (elim.), ASmy, AStP. owns: ~~Mos~~, StP, ~~War~~, Smy (2) no builds

Turkey (Greg Costikyan)

ACon-Ank, FAeg-Con. owns: Ank, Con, ~~Smy~~ (2) no builds

The proposed draw has been defeated. A new proposal has been made for a concession to Austria-Hungary. Vote on the proposition with your next moves. If no vote is received, it will be assumed a 'yes' vote.

And remember — STAB is a four-letter word.

You'll be reading this about Christmas time, so I want to wish all of you a superb Christmas.

Meanwhile, I want to thank you for the present you've given me over the last ten months. The POUCH has far exceeded my expectations, and I've found all of you in the hobby to be the most generous people. The experience thus far has been a total joy. So thank you, and may the next ten months be as pleasureable for you as the last ten have been for me.

Burt LaBelle has pointed out that I was inaccurate in listing services of the IDA as including the Miller Numbers (for variants). He states correctly that they are not, as of now, associated with the IDA (as the Boardman Numbers are through subsidization). He voices hope, as do I, that some form of aid from the IDA will be forthcoming. I intend to vote for this as an IDA Council-member.

IMPASSABLE is a fine zine which has just come out with a very good Christmas issue. This zine is beautifully mimeographed. (I wish The POUCH looked so good!) The main attraction of the zine, aside from the numerous games expertly run, are the very interesting letters and articles concerning various aspects of the hobby. They come from all over and many personages, and are almost always very thoughtful. You can get IMPASSABLE at 12/\$2 by writing to John Boyer, 117 Garland Drive, Carlisle, PA 17013.

One more well deserved plug: When a publisher is successful there is a tendency not to plug them. This is understandable, but rather sad. After all, if someone is good they deserve more praise not less. This is the case with COSTAGUANA (as with IMPASSABLE). Conrad von Metzke runs a zine full of mostly very good press and his amazing sense of humour, his manic philosophy, and his warmth (if that's the right word). He, like us, is trying to up his circulation a bit, so write him at P.O. Box 8342, San Diego, CA 92102, and, oh yes, send him some money (at 5 issues for \$1).

Again, have a very, very good Christmas. Peace.

some quotes from Paul Neumann:

Diplomacy: Lying in State

— Oliver Herford

Nationalism: An infantile disease. It is the measles of mankind.

— Albert Einstein

The reason for having diplomatic relations is not to confer a compliment, but to secure a convenience.

— Winston Churchill

The certainly is no fool shortage in the White House.

— Paul Neumann

The Iceberg Policy

by Evan Jones

In the Anti-Bolshevik Crusade, one fine night at S.P.I., Britain had rolled up 23 pts. by 1939. So, of course, everyone unloaded on him. He wound up with about 14, allowing a French (!) win. Had he not been such a clod and established only the necessary "U's" to hold off Germany and Russia, he would have had only about 15 pts and no one would have attacked him. In 1940, if he had established all those "U's" with those pf's he should have saved at home, he would have gone unnoticed — until it was too late, and would have swept the board, picking up "U's" Italy, France, and U.S.A.

When the score is counted after each turn, the one who has the most pts. will generally be the One Most Likely to be Attacked the following turn. So stay low, if you can. It is better to store pf's at home, rather than go for U U.S.A., U Italy, or any other "loose end" U earlier than 1940: You can use those pf's against nasty "U" counters in your country, be free to place them in the area in question the next year, be able to pre-empt them if need be, you won't broadcast your intentions and you won't have a score that is dangerously high too early in the game.

Of course, you must establish the necessary U Germany and have pf's in the disputed "border" countries if you are Britain, France, or in some scenarios, U.S.A. The Russians should go for U Germany sometime fairly early in the game. Germany has no excuse for establishing anything other than C's (with the unlikely exception of U Britain) before 1940.

Be like an iceberg; with most of your strength not showing — but existing nevertheless.

**MERRY
CHRIST-
MAS !!! from
The POUCH**